



2014



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College of Engineering & Computer Science FLL® Qualifier

Tournament Date, Time, Location and Contact

Date: November 15 2014

Time: 7:30 AM – 4:45 PM

Location: Russ Engineering Building at Wright State University

Tournament Contact: Ted Hood, CECS-FIRST@wright.edu

Basic Schedule

Time	Activity
7:30 AM	Team Check in & Pits Open
8:00 AM	Coach Meeting
8:30 AM	Judging Begins (All Judging is CLOSED to the public)
9:00 AM	Practice Round Begins (Open to the Public)
11:30 AM	Lunch Hour Begins
12:30 PM	Opening Ceremony (Open to the Public)
1:45 PM	Official Robot Rounds Begin (Open to the Public)
3:25 PM	Robot Game Ends
3:45 PM	Closing Ceremony (Open to the Public)

Directions

The address for Wright State University is 3640 Colonel Glenn Hwy Dayton, OH 45435. The competition will be in The Russ Engineering building which can be access by University Boulevard via Col Glenn Highway. Opening and Closing Ceremonies will be in the Medical Sciences Building which is a short walk from Russ Engineering.

From I- 675 take the WPAFB Area B/Col Glen Highway Exit. Veer to the right to access Col Glenn Highway. Make a left turn and follow Col Glenn Highway for 1.3 miles. Turn left on University Boulevard. Make the first right to access parking lot 1, and 1A.

Parking

Teams can park in lots 1, 1A, and 17. There is direct access from those parking lots. The main parking area is 1 and 1A. No pass is required for the event.

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Food

Due to the venue location, we are providing a lunch hour during the day. There are multiple options for food in the local area and even on Campus. On Campus, the Union Market located in the Student union, which opens at 11,am. The Student Union is a short walk and can be accessed by the universities tunnel system. There will not be a concession stand but there is access to vending machines close by (including a Coffee vending machine). Please do not bring outside drinks or food unless approved by tournament director.

Dress

Dress for all teams is casual. In fact, we encourage your team to adopt a fun and unique team identity, which allows others to understand something about your team, your engineering experience, or your Project. Think smart marketing! Remember to **HAVE FUN!**

Team Size

The maximum number of children on your team is 10. All members of your team must be between the ages of 9 and 14 years (in the United States, Canada, and Mexico), or between the ages of 9 and 16 years Outside North America. For the upper limit, no student can be older than 14 years of age (or 16 years of age outside North America) as of January 1, 2014 to be eligible to compete in the FLL WORLD CLASSSM Challenge season.

Team Check In

Team check in will run from 7:30 AM – 8:00 AM.

Coaches must submit the following for their teams to the Team Check In Volunteers:

- **Team Roster (for United States and Canadian Regions):** Download your team roster from the Team Information Management System (TIMS) website, print a copy, and bring it to Team Check In. Staple additional [FIRST® Consent and Release Forms](#) to the Team Roster for any team member or coach who does not have an electronic consent form on file. A FIRST Consent form is required for every team member, coach, and mentor who will be with the team during the competition day.
- **Team Information Sheet:** Please bring four copies of this form – one to turn in at Team Check In, and one for the Robot Design Judges, one for the Core Values Judges, and one for the Project Judges. Your team will deliver the Team Information Sheet to each of your judging teams when you attend your judging sessions.

Your team will receive the following at Team Registration:

- **Team Access Passes:** One pass will be provided for each team member and two coaches. Your team will only receive two coach passes, even if your team works with more than two coaches and mentors. Your team will need to decide what two adults will

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be spending the day with the students. **NOTE: At least one adult coach is required to supervise the team at all times during the tournament.**

- **Schedule of Events and/or a Program Book:** Your team will be provided information about the tournament day, including a competition schedule.
- **Practice Table Info:** Teams will receive instructions and passes for the practice table located in the pits. These tables are for use between judging and robot games.

Pit Area

The Pit is where your team will spend most of the time. This is where you will work on your robot and programming. This is also the area where you can enjoy downtime with your team, get to know other teams, see their robots, and find out about their Projects. Your team will have access to:

- One standard-sized table
- At least two (2) chairs
- Electricity – Bring an extension cord and a power strip, as your access point will consist of a single outlet/plug. A power strip will allow you to charge your robot and your laptop at the same time.

We recommend that you bring the following for your team to have in the Pit Area:

- A bin or large bags (like trash bags) to store personal belongings, like coats, under your table
- Your robot and all your robot supplies (attachments and additional building pieces)
- Your laptop computer and power cord
- An extension cord and power strip
- A box or small bin to carry your robot and attachments to and from the competition area
- A team display board (or feel free to set up your Core Values poster for display)
- A team banner or other team sign – to hang from your pit table and carry for Opening & Closing Ceremonies
- Games (there will be long periods of downtime – bring some small games that the team can play when things are slow)
- Items to share with other teams (optional) – At many tournaments, teams bring something little that says something about their team that they can share with other teams (ex. A team might pass out Kiss candies with a note to remind teams about the K.I.S.S. principle, “Keep It Simple, Silly.”) Or whatever else you would like to share that says something about your team, your school, your project, your robot, etc.

Some Pit Area Rules for you to keep in mind:

- Coaches should NEVER work on the robot, the attachments or the robot programming. In fact, coaches should refrain from handling the robot, attachments or the computer –

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save your internet surfing for another time. **NOTE: If your team encounters technical difficulty, let someone at the tournament know so that the officials at the event understand why a coach might need to handle a robot or work on the computer.**

- Remember to be Gracious Professionals® when using the practice table:
 - Be mindful of your time and other teams' needs (In the event that another team has a crisis with their robot - robot repairs, loss of firmware, etc.- please be courteous and allow a team facing a crisis to use your practice time).
 - Reset the practice field for the next team
 - Make sure you check that you do not take a mission model from the practice field
 - Offer help to teams that may need it!

Coaches' Meeting

The Coaches' Meeting will be held in the **Competition Area at 8:00 AM**. At least one team coach should attend this meeting. Make sure that another coach or mentor is assisting the team to set up their pit area during this time. At this meeting, your team's coach will have the opportunity to:

- Meet the Tournament Director
- Meet the Head Referee
- Understand the flow pattern through the competition area
- Ask judging-related questions
- Ask robot game questions
- Ask any other tournament-related question

Judging

Team judging begins at 8:30 AM. Each team will be judged within a judging block. Your team will spend ten (10) minutes with a set of judges, have five (5) minutes to regroup, spend ten (10) minutes with the second set of judges, have five (5) minutes to regroup, and spend ten (10) minutes with your final set of judges.

Only team members and two (2) coaches will be allowed into the judging rooms. One team coach will be permitted to videotape the judging session; however, that adult should remain in designated areas. Nobody from the team should stand behind the judges. Coaches should be silent observers of the judging process and refrain from influencing the session in any way. If you choose to use a PowerPoint presentation, you will have to use your own computer. You will also need your own projector if you want to enlarge the presentation. The judging schedule is tight. You must be on time for your judging sessions or forfeit the session.

All cell phones (team members & coaches) must be turned off during the judging sessions.

The following outlines what you can expect in each of the judging sessions.

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Robot Design Judging

In the Robot Design Judging area, your team will find a competition table, mat, and field set. The team can use the FLL WORLD CLASSSM field for explanation and/or demonstration purposes. During this session, your team will spend ten (10) minutes with the judges. The team should be prepared to present your **Robot Design Executive Summary** (as outlined in the Robot Design Executive Summary document), which should last no longer than four (4) minutes, to allow the judges to ask your team questions.

You must bring your robot, its manipulators, and a diagram or a printout of your programming to Robot Design Judging!

Project Judging

Your team will spend ten (10) minutes with the judges. Your team will have five (5) minutes to deliver your Project presentation to the judges – this includes set-up time; the last five (5) minutes are reserved for the judges to ask questions. This presentation should be rehearsed and polished. The judges will wait until your presentation is over to ask questions. Please stick to the five (5) minute time limit! Props and costumes are permitted, and judges will look for creativity in the presentation style. A standard 110v outlet will be available in the Project Judging Room for your AC powered devices.

Remember, to be eligible for a FLL WORLD CLASS Project award, your team needed to choose a topic and find out how people currently learn about it, create an innovative solution that improves the learning experience, and share that improvement with others.

For questions about the Project, visit the [Judging FAQ](#) on the *FIRST* LEGO League website.

Core Values Judging

Your team will spend ten (10) minutes with the judges. During the first five (5) minutes, your team will be given a surprise teamwork activity to complete in front of the judges. The judges will be looking for evidence of your team dynamics: How well does your team communicate? Do they respect each other? Do they incorporate each other's ideas into the solution? Does your team have leaders? Do they incorporate elements of Gracious Professionalism® in the way they communicate with each other? Are they able to solve the problem and complete the task?

After the activity, your team will spend no more than two (2) minutes sharing their Core Values Poster with the judges.

The final three (3) minutes are reserved for the judges to ask the team questions about the activity, the poster and/or the season.

For information about [all judged areas](#), reference the FLL website.

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Opening Ceremony

At **12:30 PM** just prior to the start of the Robot Performance rounds, join us for the Opening Ceremony! The Ceremonies will be held in the Medical Sciences building room 120. There will be signs and announcements made throughout the event. This is a fun celebration to open the spectator portion of the event and will occur after your judging sessions are complete. The ceremony will begin with a Parade of Teams – bring your team banners or signs (if you have them) and your team spirit! After this ceremony, you will be ready to tackle the Robot Game!

Spectators

The Robot Game is free and open to the public, starting at 1:45 PM. The judging portion of the event, which will happen all morning, is closed to the public. Thank you for respecting this policy. Please remember to respect the Team Only areas – the competition floor area (the area where teams queue and compete) and the judging area.

The Tournament area is in an open area with viewing from the above floors. All live viewing areas are standing only. There will also be a live feed into a stadium seating area close by the action.

Robot Game

Your team is responsible for knowing and understanding the FLL WORLD CLASSSM Robot Game. All of the game documents can be found on the FLL website.

You are required to know the following for the robot competition: Field Setup, Rules, Missions, and Robot Game Updates.

Housekeeping: Please understand we are using an open to the public space on campus. The University is graciously allowing us access to the facility. Please discard all trash in provided bins.

Coaches: Two coaches will be permitted to join the team on the competition floor, but you must stay behind the line with the team and refrain from actively directing the team during the game. Please do not touch or handle the robot or attachments during this time. Consider yourselves spectators with the best spot in the house to watch the game.

Your team will participate four (4) times at the competition tables – the Robot Game will begin with a Practice Round. The purpose of the Practice Round is to give your team the opportunity to experience the queuing process, competition timing, and of course, to get rid of some of those nerves. This Practice Round is just that – a practice – and it does not count, even if this is the best round your team has at this tournament. Your Robot Performance score is the highest score your team achieves out of the three official rounds.

NOTE: Remote controls are not allowed anywhere at this tournament (This includes Smartphone applications that enable you to control your robot remotely). Bluetooth may not be used. Your team could be disqualified if you are found remotely controlling your

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robot anywhere during the competition or if your Bluetooth is enabled in the competition area!

Make sure you are ready to compete at least ten (10) minutes prior to your scheduled robot round. Remember to respect the referees and the other teams – and **HAVE FUN!**

Awards

The following awards will be presented at this tournament:

- Champion's Award
- Robot Design Award
- Core Values Award
- Project Award
- Judges Award
- Robot Performance Award
- Ambassador Award (must apply to be considered)
- Coach Award (Young Adult Mentor or Adult Coach)
- Volunteer Award

Championship Advancement

Three teams from this tournament will be invited to advance to the Ohio Youth Robotics Wayne Warrior *FIRST* LEGO League District Competition held on 10-11 January 2014 at Wayne High School, Huber Heights, OH based on [Champion's Award](#) criteria.

What is Gracious Professionalism®?

Gracious Professionalism® is part of the ethos of *FIRST*. The idea and phrase are found throughout *FIRST*, but no one has been a stronger champion than *FIRST* National Advisor, Woodie Flowers. "Gracious Professionalism is a way of doing things that encourages high-quality work, emphasizes the value of others, and respects individuals and the community. With Gracious Professionalism, fierce competition and mutual gain are not separate notions. Gracious professionals learn and compete like crazy, but treat one another with respect and kindness in the process."

We expect all of the team members, volunteers, coaches, and families to behave as Gracious Professionals.

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Tournament Cancellation Policy

The tournament will only be canceled or delayed due to causes and conditions beyond the tournament organizers' control, including, but not limited to, venue closures, Acts of God, government restrictions, and/or any other cause beyond the tournament organizers' control. In the event of inclement weather, the tournament will be canceled if [insert county] is under a Level 3 Snow Emergency. Please refer to local news and radio for current county advisories. If possible, the tournament will be moved to a new venue or rescheduled for a future date. If the event cannot be moved to a new location or rescheduled, advancement to the District/State tournament will be determined by lottery.

Competition Day Check-List

	Team Roster for teams competing in United States and Canadian regions
	Team Information Sheets (Four (4) copies)
	Robot, attachments, extra parts
	Fresh batteries/spare batteries/rechargeable battery charger
	Computer and battery (if available) and power cord
	USB download cable (Bluetooth use is NOT permitted at the tournament)
	Extension cord and power strip
	Box to carry robot to competition field
	Provisions for lunch (check with Tournament Director for options)
	Bin to hold personal and team items (coats, games, etc.) to fit under Pit table
	Project judging materials, props, and displays
	Core Values Poster
	Graphics demonstrating programming strategy for Robot Design Judging
	Team games or activities for downtimes (optional)
	Team Banner or poster to carry for ceremonies or for Pit space (optional)
	Team Giveaways (optional)

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